What is claimed is:

[Claim 1] 1. A portable audio player with audio content that a target user of the player is substantially incapable of altering, comprising:

a memory for holding audio content;
an output interface for providing an audio signal that is representative of audio content held in said memory;
an input interface for providing a user with the ability to cause audio content held by said memory to be accessed and converted into an audio signal that is provided to said output interface;
a controller for receiving input from said input interface relating to the accessing of audio content held by said memory, causing audio content to be read from said memory, causing audio content read from said memory to be converted into an audio signal, and causing an audio signal to be provided to said output interface; and
a housing for supporting said memory, output interface, input interface, and controller and protecting said memory and said controller from exterior elements;
wherein said memory comprises at least one of a direct-access storage device and a random-access storage device;
wherein said input interface does not include an input port that a target user is readily able to use to download audio content into said memory.

[Claim 2] 2. A portable audio player, as claimed in claim 1, wherein:

said input interface comprises a port that is capable of engaging a port engagement device for the purpose of downloading audio content to said memory but from which audio content cannot be provided to said memory.

[Claim 3] 3. A portable audio player, as claimed in claim 1, wherein:

said input interface comprises a port for downloading audio content to said memory;
wherein said port comprises a lock for deterring a target user from downloading audio content to said memory.

[Claim 4] 4. A portable audio player, as claimed in claim 3, wherein:

said lock comprises a physical feature of said port that prevents a target user from using a port engagement device that is commercially available to the target user to establish a connection with said port.

[Claim 5] 5. A portable audio player, as claimed in claim 3, wherein:

said lock comprises an access code that, although a target user may be able to use a port engagement device that is commercially available to the target user to physically engage said port, prevents audio content from being transmitted from said port to said memory.

[Claim 6] 6. A portable audio player, as claimed in claim 1, wherein:

said input interface comprises a port that is adapted for receiving at least a portion of said memory;

wherein said port comprises a lock for deterring a target user from using a memory device that is commercially available to the target user for at least a portion of said memory.

[Claim 7]   7. A portable audio player, as claimed in claim 7, wherein:

said lock comprises a physical feature of said port that prevents a memory device that is commercially available to the target user from establishing a physical connection with said port.

[Claim 8]   8. A portable audio player, as claimed in claim 7, wherein:

said lock comprises an access code that, although a target user may be able to establish a physical connection between a memory device that is commercially available to the target user and said port, prevents audio content from being transmitted from said memory device.

[Claim 9]   9. A portable audio player, as claimed in claim 1, wherein:

said housing has dimensions that are each less than the dimensions of an ordinary book.

[Claim 10] 10. A portable audio player, as claimed in claim 1, wherein:

said housing encloses a volume that is less than about 90 cubic inches.

[Claim 11] 11. A portable audio player, as claimed in claim 1, wherein:

said memory comprises at least one of a disk drive, flash memory, and memory expansion card.

[Claim 12] 12. A portable audio player with audio content that a target user of the player is substantially incapable of altering, comprising:

a non-sequential-access memory for holding audio content;

an output interface for providing an audio signal that is representative of audio content held in said memory;

an input interface for providing a user with the ability to cause audio content held by said memory to be accessed and converted into an audio signal that is provided to said output interface;

a controller for receiving input from said input interface relating to the accessing of audio content held by said non-sequential-access memory, causing audio content to be read from said non-sequential-access memory, causing audio content read from said non-sequential-access memory to be converted into an audio signal, and causing an audio signal to be provided to said output interface; and

a housing for supporting said non-sequential-access memory, output interface, input interface, and controller and protecting said non-sequential-access memory and said controller from exterior elements;

wherein said input interface does not include an input port that a target user is readily able to use to download audio content into said non-sequential-access memory; wherein said housing encloses less than about 50 cubic inches.

[Claim 13] 13. A portable audio player, as claimed in claim 12, wherein:

said housing encloses a volume that is less than about 25 cubic inches.

[Claim 14] 14. A portable audio player, as claimed in claim 12, wherein:

said housing encloses a volume that is less than about 15 cubic inches.

[Claim 15] 15. A portable audio player, as claimed in claim 12, wherein:

said housing encloses a volume that is less than about 10 cubic inches.

[Claim 16] 16. A portable audio player, as claimed in claim 12, wherein:

said non-sequential-access memory comprises a disk drive.

[Claim 17] 17. A portable audio player, as claimed in claim 12, wherein:

said non-sequential-access memory comprises a flash memory.

[Claim 18] 18. A portable audio player, as claimed in claim 12, wherein:

said non-sequential-access memory comprises a memory expansion card.

[Claim 19] 19. A portable audio player, as claimed in claim 12, wherein:

said non-sequential-access memory comprises at least one of a first memory and a second memory that is separate from said first memory.

[Claim 20] 20. A portable audio player, as claimed in claim 12, wherein:

said second memory is capable of being readily removed from said housing by a user.

[Claim 21] 21. A portable audio player with audio content that a target user of the player is substantially incapable of altering, comprising:

a non-sequential-access memory for holding audio content;
an output interface comprising an audio port for providing an audio signal that is representative of audio content held in said memory;
an input interface for providing a user with the ability to cause audio content held by said non-sequential-access memory to be accessed and converted into an audio signal that is provided to said output interface, said input interface not comprising an input port that a target user is readily able to use to download audio content to said non-sequential-access memory;
a controller for receiving input from said input interface relating to the accessing of audio content held by said non-sequential-access memory, causing audio content to be read from said non-sequential-access memory, causing audio content read from said non-sequential-access memory to be converted into an audio signal, and causing an audio signal to be provided to said output interface;

a housing for supporting said non-sequential-access memory, output interface, input interface, and controller and protecting said non-sequential-access memory and said controller from exterior elements, wherein said housing encloses less than about 25 cubic inches; and

Biblical related content held in said non-sequential-access memory;

wherein said Biblical related content comprises Biblical related audio content;

wherein said Biblical related audio content comprises at least two items;

wherein said Biblical related content comprises a text catalog of said at least two items;

wherein said output interface comprising a display for displaying at least a portion of said text catalog of Biblical related audio content held in said non-sequential-access memory;

wherein said input interface comprises a navigation device that allows a target user to peruse said catalog and select an item from said catalog for playing.

[Claim 22] 22. A portable audio player, as claimed in claim 21, wherein:

said Biblical related content comprises Biblical related text content that is capable of being displayed on said display.

[Claim 23] 23. A portable audio player, as claimed in claim 22, wherein:

said Biblical related text content is related to at least a portion of said Biblical related audio content.

[Claim 24] 24. A portable audio player, as claimed in claim 23, wherein:

said Biblical related text content comprises chapter and verse associated with at least a portion of said Biblical audio content.

[Claim 25] 25. A portable audio player, as claimed in claim 23, wherein:

said Biblical related text content comprises text that corresponds to at least a portion of said Biblical audio content.

[Claim 26] 26. A portable audio player, as claimed in claims 23, wherein:

said controller is capable of causing said Biblical related text content to be displayed on said display during the playing of said at least a portion of said Biblical related audio content.

[Claim 27] 27. A portable audio player, as claimed in claim 22, wherein:

said Biblical related text content comprises a library of scriptures with each scripture in said library of scriptures being capable of being individually displayed on said display.

[Claim 28] 28. A portable audio player, as claimed in claim 27, wherein:

said controller is capable of causing each of said scriptures from said library of scriptures to be individually displayed on said display during a period of time.

[Claim 29] 29. A portable audio player, as claimed in claim 22, wherein:

said Biblical related text content comprises a concordance for said Biblical related audio content.

[Claim 30] 30. A portable audio player, as claimed in claim 21, further comprising:

audio instructions on the operation of the player;
said audio instruction held in said non-sequential-access memory; and
said controller is capable of causing said audio instructions to be played in response to am actuation of a portion of said input interface.